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Atari Online News, Etc.
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-* Atari Book - Breakin' the Borders! *-
-* DDoS Protection Firm Was Itself Hacked! *-

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->From the Editor's Keyboard
"~~~~~"

"Saying it like it is!"

Happy [belated] St. Patrick's Day! Hopefully, you all managed to do a little celebrating of the "wearin' o' the green' with some related Irish fare. Me, since I had to work that night, we had a nice corned beef and cabbage dinner the night before! Well, why not - I learned about 10 years ago that there is some Irish in my family. Well, I was always one to partake in having a green beer or two on St. Patty's Day anyway!

This weekend marks the official beginning of Spring! So, what's planned for the weather? How about a Nor'easter starting the same day! Of course, nature always seems to have a way to even things out (or get even!). If the forecast holds true, we could be getting up to a foot of snow, starting late in the weekend! I guess we'll see what happens...

Not much new in the political front. Sure, Marco Rubio dropped out of the GOP race, but that wasn't unexpected. It will be a two-man race soon enough, once John Kasich lets reality hit him. It appears that the GOP will continue to try and sway voters and delegates to stay away from Trump. When will politicians learn to listen to the voters? They apparently want to see change, but no one is paying attention! The saga continues!

Until next time...

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FireBee Update News

By Fred Horvat

It was a slow week for me with the FireBee. I didn't use it but did have a topic in mind for this week's installment that I wanted to start talking about. But then when reading Atari-Forum.com this week something came up in the FireBee Forum that got my attention. Message <http://www.atari-forum.com/viewtopic.php?f=92&t=29564>

stated that there is a patch to run N.AES 2.0 on the FireBee. I purchased N.AES 2.0 CD around 2002 from 16/32 Systems from the UK. N.AES is a replacement AES (Atari Windowing System) for MiNT. Woller Systems in Germany produced the CD. What is on the CD is much more. It is a full blown GEM based MiNT installer. It installs MiNT onto your Atari ST, TT, Falcon, or clone (You choose which system on the install screen). Once installed you have a fully functional GEM Based MiNT multitasking OS with a slick looking and highly customizable Windowing Interface. I liked this package mostly because it had an easy to use installer to install and configure MiNT much like EasyMiNT <http://atari.st-katharina-apotheke.de/> EasyMiNT offers more and is what I use today under AranyM. But the thought of running N.AES again is something I do wish to try again. I did leave a question on the above posting asking how to go about installing the patched N.AES file onto the FireBee. Basically asking if I need to install N.AES fresh and then patch the require file or replace XaAES with N.AES with the supplied FreeMiNT installation that comes already with the FireBee. I assume the latter of replacing XaAES with N.AES but until I hear back I will not know for sure.

This is something I do want to try out in the near future. There is nothing wrong with the XaAES that is included with the FireBee FreeMiNT but I do own N.AES 2.0 and do like the look and feel of the Windows better with than XaAES.

Vintage Computer Festival 4.0

Hello friends,

VCF Southeast 4.0 is coming in two weeks! :)

We'd love to see everyone again this year, as well as some new friends and family.

<http://vcfse.com>

<http://vcfed.org/wp/festivals/vintage-computer-festival-southeast-4-0/>

See you there!

Breakin' The Borders - A Book About The Atari ST Demo Scene

Hello Guys,

Many of you might be involved in the making of this book already, others not.

I recently started a book about the Atari ST Demoscene, about the history and the art. It's a very design-orientated coffee table book, guided by an essayistic view onto the beginning of the 16-bit era. It also tells the story of Thalion, as they were formed by demoscene members. I am glad if you support this huge

Best regards to all of you!

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->In This Week's Gaming Section - Sony Preparing To Launch 4K-capable PS4.5 !

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->A-ONE's Game Console Industry News - The Latest Gaming News!

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Sony Preparing To Launch 4K-capable PS4.5

Sony may be preparing to release a more powerful version of the PlayStation 4 with extra graphical firepower. According to a report from Kotaku, Sony has begun briefing game publishers on its plans for the new hardware in recent weeks, including at a series of meetings held at the Game Developer s Conference in San Francisco this week.

Citing multiple anonymous developer sources, the report states that the primary difference between the so-called PS4.5 and the current model would be an upgraded GPU. The more powerful hardware would allow developers to make games that run at 4K resolution. The current PS4 can play videos and show images in 4K, but games only run at 1080p.

An upgraded GPU would also make the console a more capable VR computing solution. Depending on the nature of the upgrade, the new hardware may level the playing field between PlayStation VR and the more demanding Oculus Rift and HTC Vive headsets, which run in conjunction with PCs and have highly demanding hardware requirements.

Kotaku did not receive information on when the new PlayStation 4 would launch, or how much it would cost. However, one source apparently described the meeting as exploratory and implied that the device would likely not launch this year. It is also

unclear whether or not Sony will offer an upgrade path for players who own the original version of the PlayStation 4.

The news comes just a few weeks after Xbox chief Phil Spencer told the press he believed the future of console gaming would involve upgradable hardware and an iterative release cycle similar to the smartphone market.

We can effectively feel a little bit more like we see on PC, where I can still go back and run my old Doom and Quake games that I used to play years ago, but I can still see the best 4K games come out and my library is always with me, Spencer said during the Xbox Spring Showcase earlier this month.

Between the new PlayStation 4, Spencer's upgradable Xbox tease, and the Nintendo NX console (which some believe may launch this year), there is now reason to believe all three console manufacturers have new hardware in active development.

Microsoft Will Let Rocket League PC, Xbox One Players Compete

Microsoft said Monday that it's working to enable cross-platform play, or crossplay, between the Xbox One and Windows PCs and it looks like support might eventually extend to other consoles as well.

Microsoft's Chris Charla, the director of the ID@Xbox independent gaming program at Microsoft, said in an open letter that the hit Psyonix game Rocket League will be one of the first games to support crossplay the ability for PC gamers to play directly against gamers on the Xbox One.

Expect cross-platform play to become more of a trend, Charla said and to reach beyond the Xbox One.

[I]n addition to natively supporting cross-platform play between Xbox One and Windows 10 games that use Xbox Live, we're enabling developers to support cross-network play as well, Charla wrote.

This means players on Xbox One and Windows 10 using Xbox Live will be able to play with players on different online multiplayer networks including other console and PC networks.

It's not clear what those other console and PC networks are but the PlayStation 4 and Linux (specifically SteamOS) seem like good guesses. Rocket League supports both and a port to Apple's OS X is also in the works.

The story behind the story: Before you get too excited, however, it's worth noting that the game developers themselves will have to support the cross-play functionality. A source close to Microsoft tried to downplay the idea that Xbox Live will be ported to the Sony PlayStation 4. He implied that different online multiplayer networks should be interpreted as connecting different groups of local players together, more like connecting local multiplayer sessions than anything else at least for now.

Crossplay is Microsoft's latest step in bringing the Windows 10 PC and the Xbox One closer together, complete with an overhaul

of the Xbox One interface to bring it more in line with Windows 10; and the Xbox app on Windows 10, which allows PC players to remotely control and play the console. Microsoft's recent game Quantum Break allows players to share saves between the PC and console, so they can pick up and play on either platform.

Allowing gamers to actually compete between platforms is totally new for Microsoft. It's worth noting, however, that Sony has supported this capability, and with Rocket League, too: PC gamers can already play PS4 gamers in real time.

Can't wait for Rocket League? Then try contacting the developers of #IDARB, the quirky platformer for the Xbox One. Other Ocean Group has already released the game for the Xbox One, and is extending it to the PC.

16 Years After Launch, Diablo II Still Getting New Updates

Diablo II was released sixteen years ago, in 2000, but Blizzard Entertainment is not done supporting the action role-playing game just yet. The developer this week pushed out a new update for the game, 1.14a, which marks the first new patch released since 2011 (via Kotaku).

"It's been a long time coming," Blizzard said in a forum post announcing the update.

The update principally focuses on improving the overall experience for modern computers. Specifically, it fixes system glitches that could occur on newer systems.

This may not be the final Diablo II update, either, as Blizzard said it is working to improve the game's cheat-detection and hack-prevention systems.

As for why Blizzard is supporting such an old game, the developer said Diablo II still has a "large" player base around the world, though it didn't share any specific figures.

"We thank you for continuing to play and slay with us," the developer said. "This journey starts by making Diablo II run on modern platforms, but it does not end there. See you in Sanctuary, adventurers."

Successor Diablo III, released in May 2012, has sold more than 30 million copies across PC and console.

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Atari Vault

Relive the Golden Age of Gaming with 100 of the most popular iconic games from the 70 s and 80 s. Now with online multiplayer capability, this extensive catalog includes classic Atari titles like Asteroids, Centipede, Missile Command, and many more, paired with intuitive new controls designed to mimic what Atari fans remember from the glory days! The brand new additions of online and local multiplayer, along with Steam Leaderboards, allows you to challenge friends and compete with players from around the world like never before. And now with Steam Controller support, you ll have unprecedented levels of precision control. Atari Vault is the ultimate collection of classic Atari titles, and is guaranteed to provide hours of fun!

FEATURES:

100 Classic Atari 2600 and Arcade Games Play seminal Atari titles including Asteroids, Centipede, Missile Command, Tempest, Warlords, and so much more.

Online and Local Multiplayer and Steam Leaderboards For the first time ever, battle for arcade supremacy online or at home and compare your high scores with players from around the world.

Steam Controller Support Experience a new level of control playing your favorite games with the multi-functional Steam Controller.

Brand New User-Interface New User-Interface designed to create the greatest classic arcade experience.

Original Cabinet and Box Art Relive the glory days with period-accurate cabinet and box art.

Game Soundtrack - Rock out to original 70 s and 80 s game soundtracks.

Genre:

Arcade / Atari Play

Developer / Studio:

Code Mystics

Game Requirements

Minimum Requirements:

OS: Windows 7, 8.1, or 10

Processor: 2.0 Ghz

Memory: 2 GB RAM

Graphics: DX 11 or higher compatible

DirectX: Version 11

Storage: 1 GB available space

Additional Notes: Network Required for Online Play

System Requirements:

OS: Windows 7, 8.1, or 10

Processor: 2.0 Ghz

Memory: 2 GB RAM

Graphics: DX 11 or higher compatible

DirectX: Version 11

Storage: 1 GB available space

Additional Notes: Network Required for Online Play

3DNES Emulator Adds New Dimension to Classic Nintendo Titles

Man, what if there was an emulator that could take any 8-Bit Nintendo Entertainment System title and make it new again? While not exactly perfect 3DNES does give a new take on the classics of yesteryear. The 8-Bit Nintendo NES was not powerful enough to do a lot of the graphical tricks that we saw beginning in the 16-bit era such as line scrolling (popularized in the floors of Street Fighter II). Some games work immensely well while others, well, they aren't so lucky. If you want to play with 3DNES you are going to have to fire up the Firefox browser though.

Emulators are nothing new in gaming. We have had them for decades and they have improved year after year. This is an early release of 3DNES and if history has shown us anything, early releases are just a taste of what is to come. Right now though, man, some games look great.

The video that we have available shows off a few of the NES classics that we all probably remember dearly. Dr. Mario is first and it works great - the 3D effect doesn't really change how the game plays. This would probably be true for most single screen games like other puzzle titles.

Next up is Contra by Konami. If you are wanting to use 3DNES only for Contra, um, wait for a future version. This version makes Contra nearly unplayable though you can see how things are progressing.

Capcom's Mega Man is after Contra. This time the 3DNES emulator does a very good job in working with the original game. Shadows are in play, additional bits of shading and an added problem with lining up with ladders just for fun. Still, quite an admirable presentation so early on.

Legend of Zelda II is somewhat cool looking. The fight scenes are cool and detailed but the towns are another story (on par with how bad Contra fared).

Ah, Super Mario Bros 3- what do we have here? Oh goodness gracious, a combination between Zelda II and Contra. Some parts are playable but others are, well, let's see what the next version of 3DNES brings to the table.

Legend of Kage gives the worse presentation of the bunch- beating out Contra, if you can believe that.

Castlevania, another Konami classic finishes out the video. Again, we are looking at some Legend of Zelda II scenes here. The person playing moves the camera around a bit and it seems to fix the problems nicely till the later part of level one. Obviously improvements would make this classic even more worthwhile to replay.

If you want to give 3DNES a try, head over to BitBucket.org and load up your favorites. You never know, they just might work.

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A-ONE's Headline News
The Latest in Computer Technology News
Compiled by: Dana P. Jacobson

Home Depot Settles Consumer Lawsuit Over Big 2014 Data Breach

Home Depot Inc (HD.N) agreed to pay at least \$19.5 million to compensate U.S. consumers harmed by a 2014 data breach affecting more than 50 million cardholders.

The home improvement retailer will set up a \$13 million fund to reimburse shoppers for out-of-pocket losses, and spend at least \$6.5 million to fund 1-1/2 years of cardholder identity protection services.

Home Depot also agreed to improve data security over a two-year period, and hire a chief information security officer to oversee its progress. It will separately pay legal fees and related costs for affected consumers.

Terms of the preliminary settlement were disclosed in papers filed on Monday with the federal court in Atlanta, where Home Depot is based.

Home Depot did not admit wrongdoing or liability in agreeing to settle. The settlement requires court approval.

"We wanted to put the litigation behind us, and this was the most expeditious path," spokesman Stephen Holmes said. "Customers were never responsible for any fraudulent charges."

Home Depot has said the breach affected people who used payment cards on its self-checkout terminals in U.S. and Canadian stores between April and September 2014.

It has said the intruder used a vendor's user name and password to infiltrate its computer network, and used custom-built malware to access shoppers' payment card information.

The accord covers about 40 million people who had payment card data stolen, and 52 million to 53 million people who had email addresses stolen, with some overlap between the groups.

Home Depot said it has booked \$161 million of pre-tax expenses for the breach, including for the consumer settlement, and after accounting for expected insurance proceeds.

Lawyers for the consumers said the accord compares "favorably" with other data breach class actions, including Target Corp's \$10 million settlement over a 2013 data breach that compromised

at least 40 million cards.

Legal fees and costs for the lawyers could top \$8.7 million, court papers showed.

At least 57 proposed class action lawsuits were filed in U.S. and Canadian courts over the data breach. The U.S. cases were consolidated in the Atlanta court.

The case is In re: Home Depot Inc Customer Data Security Breach Litigation, U.S. District Court, Northern District of Georgia, No. 14-md-02583.

DDoS Protection Firm Gets Pwned

A California-based firm that provides protection against distributed denial of service (DDoS) attacks was itself hacked last week.

Staminus Communications had its entire network knocked offline for more than 20 hours on Thursday, during which sensitive customer data was leaked.

"Around 5 a.m. PST [March 10], a rare event cascaded across multiple routers in a system-wide event, making our backbone unavailable," Staminus wrote in a series of social media posts while its website was down. "Our technicians quickly began working to identify the problem. We understand and share your frustration," the company said.

While Staminus scrambled to restore service, the hackers on Thursday dumped private data online, in what security expert Brian Krebs called a "classic 'hacker e-zine' format," called "F**k 'em all."

The page includes links to download databases reportedly stolen from Staminus and Intreppid a Staminus project that targets customers looking for protection against large DDoS attacks.

The hacker group claim to have seized control over Staminus's Internet routers, resetting the devices to their factory settings, Krebs said. They also suggest Staminus used "one root password for all the boxes," and stored full credit card information in plain text a violation of payment card industry standards.

"We can now confirm the issue was a result of an unauthorized intrusion into our network. As a result of this intrusion, our systems were temporarily taken offline and customer information was exposed," Staminus CEO Matt Mahvi said in a statement published on Friday. "Upon discovering this attack, Staminus took immediate action including launching an investigation into the attack, notifying law enforcement and restoring our systems."

Usernames, hashed passwords, customer record information including names and contact information and payment card data were exposed; Staminus, however, does not collect Social Security

numbers or tax IDs.

"While the investigation continues, we have and will continue to put additional measures into place to harden our security to help prevent a future attack," Mahvi said.

"I fully recognize that our customers put their trust in Staminus and, while we believe that the issue has been contained, we are continuing to take the appropriate steps needed to safeguard our clients' information and enhance our data security policies," he added, encouraging all users to change their password immediately.

As Krebs pointed out, anti-DDoS providers are a common target for hackers; the sites often host customers whose content is offensive or hateful. Staminus, for example, covers kkk.com the official homepage for the Ku Klux Klan (KKK) white supremacist group.

Among a catalog of other customers, the dump included a list of "Tips When Running a Security Company," detailing security holes found during the breach.

At SXSW, Talking About Online Harassment But Is Anyone Listening?

SXSW Interactive the annual festival that wrapped up Tuesday in Austin, Texas has a special fondness for talking up all the ways that technology is going to be awesome. But this year, festival organizers set aside most of its first full day to discuss how technology has enabled some of our uglier habits.

First, though, those organizers had to be essentially shamed into hosting a track of talks on the topic of online harassment. And even then, the overwhelming majority of SXSW attendees skipped the whole thing. In the movement to make it harder to harass people whose opinions you dislike via social media, that is what passes for progress .

How we got here

Originally, the Online Harassment Summit that took place Saturday was not even on the schedule. SXSW had cancelled a scheduled panel about online harassment in gaming after receiving threats of violence. But when BuzzFeed and Vox Media threatened to pull out of the festival in protest, organizers reversed course and put together this lineup of talks.

They elected to hold the gathering in a relatively remote location, across the river from downtown Austin, and under strict security I've never had my laptop bag inspected that closely, and I was told repeatedly that if I left it anywhere it would be confiscated.

That airport-esque regime and the outsized commute suppressed attendance; at one panel, I counted only 18 other people in the audience.

Of course, some SXSW attendees the kind of people who say that recipients of online death threats and other abuse are just

making it up or need to grow thicker skin cited that low turnout as proof that Internet harassment wasn't a real problem.

But as Saturday's panelists told their limited audience, the problem is real, and it's not just a matter of people using mean words.

The pattern is well documented: Somebody—usually a female—expresses an opinion online and, in response, gets a torrent of spittle-flecked rage, up to and including rape and death threats personalized with their home or work address.

Jamia Wilson, executive director of Women, Action, and the Media, offered a breakdown of the Twitter harassment reported by people through its site: 27 percent consisted of hate speech; 22 percent doxing (posting private information); 12 percent featured threats of violence; 9 percent involved lying about the target; and 3 percent included revenge porn (posting real or fake naked photos of the target).

There's also a political dimension to this, as former Texas state senator Wendy Davis said. I could literally say it's a beautiful day in Austin today, and the responses I get on Twitter are baby murderer.

During her unsuccessful campaign for governor of that state, that Democrat had to deal with an incessant flood of abuse, including fake photos of her in one sex position or another. Some of it was excruciatingly difficult to read, she said, adding that she eventually took Twitter and Facebook's apps off her phone.

In an interview afterwards, Davis told me those apps are back on her phone now, and she uses them on a regular basis. I was not surprised by that: How is a politician supposed to do her job these days without social media?

It is sometimes suggested that victims of online harassment stay off the Internet for a while. But, as multiple panelists said, that advice is both irritatingly useless and career-limiting.

Panelists also complained about the continued prevalence of hostile comments on media sites and suggested that a broken ad business model was part of the problem.

They're showing ads on every page and every comment and every click, said Elisa Camahort Page, chief community officer at SheKnows Media. Are they economically motivated not to moderate?

What is to be done?

I've heard these stories before. But during Saturday's sessions, and later on throughout SXSW, I found some ground for optimism about our ability to chip away at the problem of online harassment. And it starts with the ways social media networks deal with hostile behavior intended to silence speakers.

Multiple panelists commended Facebook and Twitter for improving their tools for dealing with abuse. There has been a sea-change, said Women's Media Center director Soraya Chemaly of Facebook. Wilson noted that Twitter, historically a laggard, has been more

responsive lately: Twitter listened and made some changes.

Davis echoed those compliments in our conversation afterwards:

You're seeing a greater understanding by these social-media platforms of exactly how to define harassment, and what the tools need to be to address that harassment.

Creating new tools to fight harassment can also help. Medium, for example, is experimenting with machine-learning to spot patterns of abuse, such as repetitive insults. This person is not conversing, trust and safety coordinator Greg Gueldner said Saturday. They're sniping.

Another panel that morning featured the Israeli non-profit Red Button's app, which lets people (and especially kids) report abusive behavior to have it investigated by volunteers.

At an afternoon session, Rep. Katherine Clark (D.-Mass.) the victim of a fake police report intended to get cops to storm her house said she would introduce a bill to fund investigation and prosecution of online abuse. Clark announced the legislation, the Cybercrime Enforcement Training Assistance Act, on Wednesday.

And on Monday, the Coral Project an open-source collaboration between the Washington Post, the New York Times, the Mozilla Foundation and the Knight Foundation used a SXSW panel to announce its first shipped product. Its Trust software helps publishers rate commenters and find the most enlightening individuals among them.

(Don't overlook the importance of having a service's staff show up in comments. In a session about the role of community managers, Genius artist relations manager Rob Markman said that helped set a better tone: We're not necessarily [just] policing the community, but modeling behavior as well.)

I like Coral's goals, but the conversations I've had with people there suggest we're unlikely to see sites share information about each other's commenters. That could leave harassers free to jump from platform to platform, a problem Medium's Gueldner confessed some uncertainty about Saturday.

One reason why: Many abusers don't realize that they're being jerks until somebody breaks things down for them. Education in controlling harassment is very effective, Gueldner said. It's hard to scale, but it works.

People Are Claiming Their PCs Are Automatically Upgrading to Windows 10 Without Their Permission

Microsoft's aggressive campaign to get customers to Windows 10 is raising some eyebrows, with scattered reports that some people's PCs are automatically upgrading from Windows 7 without their explicit permission.

For instance, in a post titled My PC Upgraded To Windows 10 Without Asking, Then Immediately Broke, Kotaku's Patrick Klepek

shares the story of how, last week, his Windows 7 PC installed the Windows 10 update automatically overnight.

Maybe I forgot to push back the upgrade schedule, maybe I accidentally scheduled it by clicking the wrong button. Whatever the case, I definitely did not intend to install Windows 10, Klepek writes.

In the comments, on Reddit, and elsewhere on social media, other users chimed in to share their own similar stories of their familiar Windows 7 and 8.1 PCs getting suddenly upgraded to Windows 10.

I needed to set up my department's bronchoscopy cart quickly for someone with some sick lungs. I swear, when I turned on the computer it had to do a Windows update, writes Reddit user Lolrus123.

Some users, including Kotaku's Klepek, are also reporting that the automatic Windows 10 upgrade is breaking their computers, making certain hardware and accessories unrecognizable by the system until they reinstall Windows.

For what it's worth, that same Reddit thread also hit on a possible solution: if your Windows Update is suggesting you install an update called KB 3035583, deselecting it will apparently prevent an unwanted Windows 10 install.

Microsoft did not immediately respond to a request for comment. A history of nagging

Influential Microsoft blogger Paul Thurrott writes that he's been hearing these complaints intermittently since October 2015, and notes that it tends to happen around the same time that Microsoft steps up its nagging campaign of getting Windows 7 and 8 users to upgrade.

Since Windows 10's launch in July 2015, Microsoft has gradually stepped up its efforts to get older PCs to accept the free upgrade to Windows 10. Indeed, just last week, Microsoft started using ads placed directly in to Windows 7 and 8's Internet Explorer browser to urge users to move up to Windows 10.

At first, it was an optional update, but Microsoft has gradually gotten more insistent. In February, Microsoft announced it would start automatically downloading Windows 10 in the background on more PCs to ease the transition when users decide they want to proceed with the upgrade.

Those downloads don't actually install Windows 10 on a user's PC however (aside from one short period that Microsoft says was a glitch that has been fixed). Instead the software just sits on the PC, ready to be installed when a user decides they want to upgrade.

The surprise installations may simply be the result of users too-quickly clicking through their Windows Update screens. But that's not enough for lots of folks, given that Microsoft designed the Windows Update screens.

There s no way to actually say no, or even to ask the system to stop nagging you for some amount of time. You simply have to deal with the nagging until you finally give up and upgrade. That is not a good user experience, Thurrott writes.

From Microsoft s perspective, it wants as many people on Windows 10 as possible, with an end-goal of one billion users on the new operating system within the next two years or so.

First and foremost, it s an important business driver for Microsoft, which sees the new operating system as a funnel towards its lucrative subscription services, including Office 365 and Xbox Live.

But Microsoft is also quick to point out that Windows 10 comes with lots of benefits, too, including better security. That s why big customers like the US Department of Defense are moving all of their four million PCs and tablets to Windows 10.

Still, it s important that Microsoft gives users more choice. Windows 10 might be great (I certainly think so), but all of this nagging is ultimately burning through a lot of goodwill.

Twitter To Keep 140-character Limit, CEO Says

Twitter Inc's 140-character tweets are here to stay, Chief Executive Jack Dorsey said on Friday, ending speculation that the microblogging site might abandon one of its trademark features for a 10,000-character limit.

"It's staying. It's a good constraint for us and it allows for of-the-moment brevity," Dorsey said on NBC's Today Show.

A Twitter spokesman declined to elaborate.

In January, technology news website Re/code reported that Twitter was building a new feature that would allow tweets as long as 10,000 characters.

Twitter has declined to comment on the feature directly. But Dorsey tweeted the day of the report that the company had seen more screenshots of text posted as a way to get around the 140-character limit.

"We're not going to be shy about building more utility and power into Twitter for people," Dorsey wrote at the time, also in a screenshot of text that was longer than 140 characters.

Dorsey has changed some of Twitter's core features since he returned to run Twitter permanently in October. Twitter has added "Moments," which allows users to easily find tweets about the day's biggest news stories, and changed the shape of its "favorite" icon from a star to a heart.

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